MATH / 2nd Grade

Geometry

DIGITAL GAMES	
Identify triangles, quadrilaterals, pentagons, hexagons, and cubes given their specific attributes	CCSS.MATH.2.G.A.1
Partition a rectangle into rows and columns of same-size squares and count to find the total number of them	CCSS.MATH.2.G.A.2
Partition circles and rectangles into two, three, or four equal shares, describe the shares using fractional terminology	CCSS.MATH.2.G.A.3
KIT-REQUIRED GAME	
Identify and draw 2- and 3-d shapes	CCSS.MATH.2.G

Measurement & Data

DIGITAL GAMES	
Select the appropriate tool to measure length	CCSS.MATH.2.MD.A.1
Measure and compare an object using two different tools/units and explain how they're related	CCSS.MATH.2.MD.A.2
Estimate lengths using units of inches, feet, centimeters, and meters	CCSS.MATH.2.MD.A.3
Compare the lengths of two objects using standard units	CCSS.MATH.2.MD.A.4
Use addition and subtraction within 100 to solve word problems involving lengths that are given in the same units	CCSS.MATH.2.MD.B.5
Represent whole-number sums and differences within 100 on an evenly-spaced number line	CCSS.MATH.2.MD.B.6
Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.	CCSS.MATH.2.MD.C.7
Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using $ and ¢ symbols appropriately	CCSS.MATH.2.MD.C.8
Create and interpret bar and picture graphs with a single-unit scale	CCSS.MATH.2.MD.D.10
Show the measurements of several objects using a line plot, where the horizontal scale is marked off in whole-number units	CCSS.MATH.2.MD.D.9
KIT-REQUIRED GAMES	
Tell time and count money	CCSS.MATH.2.MD
Represent and interpret data using line plots and bar/picture graphs	CCSS.MATH.2.MD
Understand measurement concepts and use standard units to calculate measurements	CCSS.MATH.2.MD

Number & Operations in Base Ten

DIGITAL GAMES	
Identify the 100s, 10s, and 1s of any given 3-digit number	CCSS.MATH.2.NBT.A.1
Count within 100, skip-counting by 5s, 10s, and 100s	CCSS.MATH.2.NBT.A.2
Read and write numbers within 1000 using numerals, word form, and expanded form	CCSS.MATH.2.NBT.A.3
Compare two 3-digit numbers using >, =, and <	CCSS.MATH.2.NBT.A.4
Fluently add and subtract within 100 using strategies, properties, and relationships	CCSS.MATH.2.NBT.B.5
Add up to 4 two-digit numbers using place value and property operations	CCSS.MATH.2.NBT.B.6
Add and subtract within 1000 using concrete models, drawings and strategies	CCSS.MATH.2.NBT.B.7
Mentally add or subtract 10 or 100 from a given 3-digit number	CCSS.MATH.2.NBT.B.8
Use place value and properties to add and subtract, and explain why they work	CCSS.MATH.2.NBT.B.9
KIT-REQUIRED GAME	
Understand place value in numbers through 1000	CCSS.MATH.2.NBT

Operations & Algebraic Thinking

DIGITAL GAMES	
Solve and represent addition and subtraction problems within 100	CCSS.MATH.2.OA.A.1
Fluently add and subtract within 20 using mental strategies	CCSS.MATH.2.OA.A.2
Identify and express even numbers and the sum of two equal addends	CCSS.MATH.2.OA.A.3
Use addition to find and express the sum of an array	CCSS.MATH.2.OA.A.4
KIT-REQUIRED GAME	
Represent and solve problems involving addition and subtraction	CCSS.MATH.2.OA

VIEW ADDITIONAL RELATED GAMES